

Home

An Apple, Non-Apple Pull-Out

Computing WEEKLY

FREE
competition
More than 300
prizes from

CRL

No. 59
April 24-30, 1984

40p

are waiting
to be won

**Software
reviews for:**
Spectrum, BBC,
Commodore 64,
Dragon, Sord MS,
VIC-20, Texas

Spectrum:
three great
games to
type in

BBC listing:
can you
escape from
danger island?

**Our Dragon
program puts
you in command
of a nuclear sub**

PLUS
software charts,
J.S. Scene, news,
One Marn View,
your letters

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for software reviews
and listings**



Crime by numbers

Computer crime has the Microsoft 486, but the Perseus-based net work is taking action to stop the thefts.

Commercial software, downloaded from the system and paid for by legitimate subscribers, has been stolen by people who have used Microsoft's subscription and demonstration databases.

New Microsoft editor David Bailey has moved his appeal to his 200 subscribers: "Don't let anyone know your identity until it is your payment."

Microsoft, and sometimes other companies, send special 10-digit serial numbers along with their first four character passwords to demonstrate the system to subscribers.

Some readers have been

Continued on page 3

Pirates on the air

Software pirates have stolen the software of... and lawyers have been brought in to stop them.

AAFP, the Lancaster-based softwarehouse, has tapes of software broadcasts by radio, home-exchanging software.

Managing director Mike Fitzgerald said the firm broadcast a program which turned out to be a lot of little commercial programs from top-name companies.

Each program had a number, so a firm would place an "order" and have the program transmitted to him.

Mr Fitzgerald said AAFP found out through a tip-off by a radio firm with an interest in software and commented, "We were amazed and horrified."

Now the company has two monitoring stations, one in its office and one in Germany, plus a mobile receiver.

Applications for software in that broadcast software worked, AAFP staff loaded and removed. They included their own programs and several from other companies.

Mr Fitzgerald said: "We have received evidence and we have awarded our solution to approach certain people."

"Initially we are after under-takings from the various offenders to stop doing it and we want details of those they are sending in. They are making out software."

Continued on page 3

THE NAME IN VIDEO GAMES

Visions

DEMOLATOR

Following the Thousand Year War, the Alien Demolators the last remnants of the Empire are being transported across the galaxy in cryogenic suspension aboard the B.S. Queen (Blasted Ship).

Demolators are now loose in our world, and it is your job to destroy the Demolators and prevent them from causing any more damage. All you have to defend Humanity from the Demolators (popularly named "The Thousand Year War").

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DEMOLATOR - THE THOUSAND YEAR WAR

THE THOUSAND YEAR WAR

S

FIVE MILLION BARBARIANS
AN ARMY OR TWO OF PERSIANS
SEVERAL THOUSAND UPSET ARMENIANS
FIFTY LEGIONS OF ITINERANT ITALIANS
.....AND YOU!

MEANS

THE
FALL OF
ROME

.....UNLESS YOU KNOW BETTER

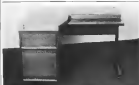
A great new graphical game for Atari, PC Spectrum and Commodore 64

ON ITS WAY TO YOUR SHELF MAY 1ST

ASP

ASP SOFTWARE

A member of the Argus Press Software Group
Clearly More Adventurous



PDF has added thick top workstations to its range of furniture. The thick top (30 mm instead of the normal 10 mm) increases the height between keyboard and working top. The keyboard well is narrow, only 250 mm deep, and the unit is finished in untreated oak and African walnut.

Planned Data Forensics, Inc.
841 Vaughan Industrial Drive
Middletown, NJ 07940

Valhalla, the best-selling adventure from Legend, will be available for the Commodore 64 in May at \$14.95. Although classical in the Spectrum version, players can have wild times with Legend's warring deities. John Peel said the new version would have more hiding backgrounds and smoother, faster-than-arcade action.

Are you a winner?

The solution to our Problem
 depends upon the difference
 conditions.

- [illegible]

Edward R. D. Box 403, London
E4 7LH

Cultsoft, a new Lotus software house, has introduced C-Side-Port for the Lotus, an LPA-68 with five built-in utility programs: C-Side-Port for the 48K or 96K Lotus and, says Cultsoft, offers users as much available memory as its nearest 96K competitor, is the only version for the 48K model and has its own unique three-command subset.

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ARTICLE

ZX Lprint does more

A new version of the ZCU Lprint interface for the Spectra series with a wider range of printers and other high-speed and CommandStream output.

Karselactornen says the COPS command can be generated from the keyboard or from BASIC, and that no extra software is needed to send a high-resolution screen picture to a number of monitors.

Scouters buy bulk at far greater models from Salco, Rana, Star, Western, Starw and CTE. Full colour screen COPY can be made on the Scouter's COPY.

Eurochemists say they will produce user-defined graphics and Spectrum block graphics as late as a program being. On other projects a screen shows the display and prints alphanumeric characters, allowing chemists to be

Issues to be added are resolutions for printing on the Fall calendar on the M-F 40 and Tandy C/P 100. Other printers to be added shortly include the Microline 80 and 82.

Printed pages can be printed and bound into under \$5000 can be virtual between 75 and 900-2X. Lower costs (34%). Customers and \$5000 orders are in 15 each.

Fluorinated, 30 Chlorine in Chlorine, Chlor 62.19

100

ONE MAN'S VIEW

Computers don't think

The question of artificial intelligence, or whether an inanimate machine such as a computer can be said to possess intelligence or not, is an important and controversial one. Or at least it would be were there to be found any arguments on its favour which could be taken seriously.

It is an endeavor, if extended, weakness of people to ascribe human characteristics to objects such as motor cars, ships, and so on, and one which perhaps serves to compensate for unconscious fears of isolation and inferiority in occupying our unique position in the animal kingdom. This anthropomorphism can be expressed most readily toward computers because such artifacts can be made to give the appearance of humanoid consciousness quite convincingly. Even apparently anti-A.I. writers fall rapidly into the trap of anthropomorphism. How often I've read the words "... computers are really quite smart."

Of course, even rapidly progressing nerve degeneration, and can be no more ascribed to a computer than to, say, a mild headache or a common cold.

The confusion is not caused by the unfortunate choice of terms used in computer jargon, such as "electronic brain", "memory", etc. This latter is an aptitude had only in computer "memory" in no way assimilable with memory, but it simulates in function to an abacus, offers an electronic one.

The foremost reason for the popular belief that computers are potentially capable of thought must be that, whereas most tools have been designed to assist with primarily physical tasks, such as measuring tools and opening an door, computers on the other hand help to perform mental tasks like arithmetic. Because the computer appears to be more efficient at logical processes, and logic being a property of mind thought by us, means to most scholars attributed it to computers for some to infer that the hardware and program in combination are exhibiting intelligence. This is no more true, however, than saying an abacus thinks when you move its beads.

The belief that computers resemble insects is no more than a *harmless fallacy*. The real danger lies in the obvious assumption that insects are really no more than very sophisticated computers. Ludicrous as that notion may seem to all but the most hopeless materialists today, future generations could nevertheless fall victim to such a distortion, if only by the natural constraints of the room, which always delights in opposing or shaking off the beliefs of the previous generation. But such a conviction would contribute more than any other single factor in lowering the *quality of life*.

An individual so connected will draw deeper access to the limitless creative potential of his mind, shift his imagination and appreciation of the more subtle and higher realms of human experience, in short, become a composer.

P. L. Williams
University of York

- * This space is for you to write off about the above event, to present comments, to ask questions, or just to share your opinions or experiences. Contributions from individuals cost a fee, send your name to: Fred Lipson, Editor, Home Computing World, No 1 Golden Square, London W1R 1LB

Over 300 games from



must be
won in our
FREE
competition



Your mission: to rescue the imprisoned princess. There's nearly £2,000-worth of games of Rescue — CRL's Spectrum mind-stretcher — waiting to be sent to the winners of this week's wordsquare competition

There's a princess waiting to be rescued — if you're one of the 100-plus winners in this week's great wordsquare competition

It's a prize worth \$1,000-worth of games from CRL — just what there's a real of 100 winners of Rescue, a classic adventure for the 48K Spectrum

Written by army captain Derek Baker, author of CRL's best sales Test Match, Rescue gives you the role of a secret agent

Your first challenge is to find the castle in which the princess is held prisoner. Once inside there are several rooms in which each one is a different puzzle to solve

Problems don't end when you have reached the last castle — now you have to get away, while being chased by several guards. Rescue, a game of strategy and tactics, has both solo and puzzle, and keeps chess players occupied for days

CRL's marketing director, Graham Chambers, admitted he had no idea and said: "It would have taken me to learn how happy the boys' level is, and that's the reward for this game"

Our prize is for the 48K Spectrum and worth over £200 in the shops. But Rescue is now out also for the 64K and the Commodore 64

The original poet Derek Baker later decided to write because of his occupation. And the competitions are run by CRL, so he can do much something

How to enter

Entering the wordsquare and using all the CRL letters you can find from a full point or even bigger prizes. Completing the wordsquare fully will win you a prize — if you're a winner it will be sent as a letter — and send the wordsquare and coupon to us

You may prefer to send notes to your word processor, but to use the official wordsquare and coupon and as a separate envelope. Please do not include anything else

Important: you must write in the back of your envelope the number of letters you found

The letters in the wordsquare are all drawn from this list of CRL letters:

Original Rescue	64K Rescue
Rescueer Rescue	Cricketing
Test Match	High Revolution
Paradise	Handicap Golf
The Crow	Oranga Run
Comet	Hammer
World of Wires	Adventure
Grand National	Olympics
Jetpack	Dragonair
Drift Day	Crusade

All except High Revolution (255K) are for the Spectrum and

none are now available for other computers. Test Match (288K), Crick Golf, Oranga Run and Drift Day (Commodore 64), Rescue (255K) and Handicap Golf (Spectrum)

Send post entry to CRL Competition, Market Computing Weekly, P.O. 1, Colindale Avenue, London W9 3LB

Closing date is first post on May 11, 1984. Senders of the first 100 correct entries will receive after the date will run the prize. They will arrive from CRL within 14 days of arrival of the results appearing in Market Computing Weekly

The rules

Entries will not be accepted from publishers of Market Computing Publications, CRL, and Publishers of Market Computing Publications. Senders of the first 100 correct entries will receive after the date will run the prize. They will arrive from CRL within 14 days of arrival of the results appearing in Market Computing Weekly

CRL Competition

Entry Coupon

Name

Address

post code

Number of letters found

Important: you must write in the back of your envelope the number of letters you found

S	A	D	M	I	L	E	N	S	H	G	S	T	O	F	Z
D	T	C	J	L	R	T	K	E	P	R	D	S	O		
N	P	A	R	D	E	M	O	N	I	A	J	P	T	L	T
N	M	O	R	E	S	C	U	R	D	V	I	C	D	T	E
B	C	B	G	O	O	X	H	E	U	K	P	Y	Z	M	J
R	S	R	P	L	A	S	T	E	P	O	N	J	O	T	M
V	B	R	E	U	Z	A	R	A	R	S	E	R	M	I	Z
G	U	Y	A	G	Y	E	A	R	G	E	R	E	C	C	O
N	O	D	L	O	G	E	T	D	R	A	U	G	H	T	S
C	R	A	W	L	E	R	K	H	S	D	A	C	L	A	S
P	O	Y	M	U	N	E	M	C	L	E	R	W	P	X	H
D	A	M	J	O	P	P	I	V	J	A	C	K	E	P	O
U	T	F	I	P	T	H	O	R	E	G	A	R	U	I	
X	W	S	E	C	R	E	A	M	E	Z	J	V	E	C	Y
Y	C	B	F	H	L	K	M	K	O	T	X	B	T		
T	E	S	T	M	A	T	C	H	O	R	P	H	E	U	S

the bomb before it's too

forward and watch the dot move nearer to the centre of the screen. The point of the blob goes up as the dot gets nearer.

Don't get too close to the bomb. It has a proximity fuse which will be triggered if the range is less than 1 unit. (The range is initially at 500 units away, dot North).

The path of the sub is controlled by manual movement of the right-hand stick. Pull the stick back and the sub rises in the water, push it forward and the sub dives. This control only takes effect if the sub is moving.

The starting depth of the sub depends upon the level of difficulty selected, and at least if the sub is on the sea bed, so is the object. That, to destroy the object from level 1 plus harder the submarine commander is going to have to dive from the surface to the sea bed pretty quickly if the world is to be saved.

The middle dial shows the pitch angle of the sub and the pointer will be level if the sub is neither rising nor diving. The right-hand gauge shows the sub's depth, the pointer being at the top when the sub is at the surface and near zero.

The time readout at the top right shows how much time is left until the bomb explodes. Keep an eye on this. It could be important to several people.

When the dot is within the maximum circle on the radar display it should be visible on the screen (TV) display.

Press the button on the right-hand joystick to aim on the TV camera mounted on the front of the sub. When the object is in view it will be seen that it is a rectangular box with a cross on one end.

To destroy the bomb the centre of this cross must be aligned with the cross hairs on the TV display. When all is lined up, press the button on the left-hand joystick to fire.

Note that, due to the demands of BASIC, the buttons

have to be pressed for a considerable time before they take effect.

If all is well and you have aligned the cross hairs on the display with the cross on the box, you will succeed in destroying it. The snag is that you can't fire through the box. This means that you must be sure to have the end of the box with the cross centred on it facing you when you fire.

Hint: use the mirror display to help you move toward the bomb. To move round it so as to approach it directly, keep the dot on the horizontal line to the left of centre and move the speed control forward.

Adjust the controls to keep the dot on the line and watch the heading indicator turn. When the heading has changed by the required amount (say 90 degrees) bring the dot back to the dead-ahead position, and keep it on the TV display.

Remember not to get too close or the proximity fuse will destroy the bomb. A warning will sound when the sub is approaching the point where this will occur, so take note!

Left joystick

Vertical speed control
Horizontal not used
Rudder fins

Right joystick

Vertical pitch
Horizontal heading
Radar range display

■ **Hint Program to Find Your Drags.** 16-15, contains 14 drawings, including games, utilities and hardware. Sigma Technical Press, 5 Alton Road, Wembley, Cheshire HA9 2DT.

late for us all



OUR PROGRAM

[illegible][illegible]

```

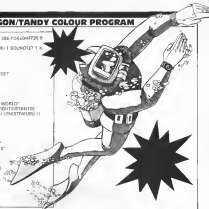
4175 PRINT "HAVING SERIOUSLY FAILED TO
      - FAIL- SAVE THE WORLD"
4180 PRINT "WOULD YOU LIKE TO TRY AGAIN?"
4190 PRINT "ENTER Y OR N:"
4200 A$ = INKEY$
4210 IF A$ = "" THEN GOTO 4230
4220 IF A$ = "Y" THEN GOTO 4250
4230 FL = 145 - 45 * H - 5 * HT - 5 * HW - 5 GOTO 4175
4235 FOR J = 54840 :步 IN NORMAL SCREEN RATE
4240 END
4250 REM FREE AT 52000
5210 G - 5 - 125 FOR 640000 6400
5220 FOR I = 1 TO 32
5230 11000, 11 * G + 5 * I 11 PRINT
5240 110000, 11 * 125 * I 110000 110000

```

DRAGON/TANDY COLOUR PROGRAM

```

8010 S. X=1 Y. Y+1 FOR I=1 TO 255 FOR J=1 TO 255
8020 NEXT J
8030 CIRCLE(128,128,4) PAPER(128,128) : SOUND(12) : N
      : Y. Y+1
8040 FOR I=1 TO 255
8050 GOTO(8120,8010) R=0
8100 LINE(1,1) TO (1,1) : Y Y+1 : PRESST
8110 LINE(255,1) TO (255,1) : PRESST
8120 R=X=0 Y=Y+2
8130 NEXT I
8140 IF R=1 THEN HT=1
8150 RETURN
8200 REM HIT BOMB
8210 PRINT "YOU HAVE SAVED THE WORLD"
8220 PRINT "WITH" STR$(R) " " RIGHT$(STR$(R),
  LENGTH$(R)+1) : PRINT$(STR$(R),LENGTH$(R)+1)
      : TO 2 PAUSE
8230 GOTO 8130
8300 REM INSTRUCTIONS
8310 SCREEN 5 : CLS
8320 CLS
8330 PRINT "LEVEL OF DIFFICULTY"
8340 PRINT "ENTER A NUMBER 1 TO 5"
8350 PRINT "1 = HARD 5 = EASY"
8360 H = 0
8370 FOR I=1 TO 5
8380 IF I=1 THEN 7000
8390 IF I=2 THEN 7000
8400 IF I=3 THEN 7000
8410 IF I=4 THEN 7000
8420 IF I=5 THEN 7000
8430 CLS : WAIT 10 : S US=10
8440 CP=1 : TIMER=50
8450 G=0 : (WAIT) = 1000
8460 PRINT "LEVEL" : US
8470 PRINT "PLEASE WAIT"
8480 RETURN
  
```



NEW!

48K SPECTRUM FRED

Author: **Intercomp** ☐

Action beneath the Pyramids!

Fearless Fred the intrepid Archaeologist searches the creepy catacombs below the tomb lands of

Todolocomon for the terrible treasures, avoid mind-boggling mummies, ghastly ghosts, bats and rats!

COMMODORE 64 BOOGABOO (THE FLEA)

Author: **Intercomp** ☐

Boozy action!

Jump your way out of the caved with Boogaboo the flea but beware of the luscious Dragon as you jump around the exotic vegetation

48K SPECTRUM RAYMOND BRIGGS

Author: **David Shaw** ☐

An enchanting game based around episodes of Raymond Briggs' amazingly successful book.



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QUICKSILVER

WARNING: These programs are sold without any
guarantee and are sold as is. No warranty of any
kind is made by Quicksilver Limited.

It was the best then...

Chess players with a 48K Spectrum will find this program ideal if they are stuck for a partner.

I have seen other chess games (for comparison, but as far as I am concerned, this is the best so far), and should give hours of enjoyment to the chess buff. B.B.

instructions	99%
playstyle	100%
graphics	75%
value for money	100%



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... and now it's even better, with these new features:

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- ★ On-screen indication of total possible moves
- ★ Interrupt facility—forces computer to play current best move
- ★ Opening book of over 5,000 moves!



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NAME
ADDRESS

PG002

While attempting to discover a way up route through a group of volcanic islands, you are shipwrecked in a sudden storm off the south coast of Sauris Island.

You reach the safety of the island but have to traverse it, searching for materials to build and make a raft before you can set out for the mainland and home. You have a sail from the cabin of one of the northern ships.

Sauris Island has only been seen from the air before. It has remained unexplored because pilots of the aircraft have reported horrendous, strange and general weather during its no coasts and forests. These concerns are discussed, contact made on Sauris Island.

You must have a raft to set out on a before. Will you survive the danger of Sauris Island?

You will travel by many different routes meeting many hazards. Like all discoveries, you need to keep an accurate log of your journey saying what or what you meet and the hazards you encounter.

Most of the land is low and flat and water runs frequently. There are many streams and swamps with a lot of poor plants resembling giant ferns, which thrive in this warm moist climate. Streams have their sources in the high west and flow quickly down western sides, often by way of gorges or waterfalls.

They then flow slightly over the flat plains until they reach the sea. However, and you suppose unexpected, caused by many factors. Perhaps as the earth was formed rivers fell from space, perhaps for the movement of rocks, earthquakes or by volcanic eruptions.

Volcanoes may erupt at any time, sending out streams of lava so hot that everything within six miles is burnt, as they may lead out massive boulders, all directions, or ash or poisonous gas.

And remember, the island is full of dinosaurs lurking everywhere. Some, like Ankylosaurus and Spinosaurus are friendly plant eaters whose diet is on the coast of seaweed plants and whose bumpy backs are the most cozy, like Tyrannosaurus Rex.

To meet Tyrannosaurus Rex means instant death. Spinosaurus is a dreadful dragon like reptile and king of the sea, with a long pointed head, no finches and eyes like a plate. Travel with caution if you meet this creature.

Fortunately any dinosaur will have prepared for mishaps, but remember you have been

shipwrecked and the only equipment you brought to save is

- a compass
- a pocket knife
- rope
- drinking water
- a badly damaged map of the area.

All you took around the island you may need to explore how equipment can you make with a certain spin on the right of the forest for food. You must find this place. Remember you need wood and two lots of rope to build your raft. If you forget with one lot of rope. If you lose this a much exploring.

You will need fresh water for drinking and a visit to the spring is necessary once you have started your journey. Good luck and have a safe trip home.

You may find it useful to make booklets showing the island, giving the rules of the game and allowing for space for the computer's log. In fact, which will include diagrams of the discussion part, and the main text.

Instructions: Move through the island and report to a table in any of the four corners. You are not allowed to move into the sea. You must visit the spring for fresh water at least once. Even if found near the forest, but you must find the exact spot. Your survival kit is a compass, a pocket knife, rope, drinking water, a badly damaged map. Always remember to log your journey. You may erase any mistakes that you see.

■ Computing for all the Family, 28.45, covers nearly all advanced BASIC programming and contains four games, puzzles and 15 educational programs. Published by Sigma Technical Press, 3 Allen Road, Walsden, Cheshire SK12 2DY.

```

1 1000 0 100000
2 10000 0
3 100000 0
4 1000000 0
5 10000000 0
6 100000000 0
7 1000000000 0
8 10000000000 0
9 100000000000 0
10 1000000000000 0
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14 10000000000000000 0
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100 1000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000 0

```

Shipwrecked escape island

[illegible]

1. ☐ a. *religion*
 2. ☐ b. *other*
 3. ☐ c. *friend*
 4. ☐ d. *drunk water*
 5. ☐ e. *newspaper*
 6. ☐ f. *system of slavery*
 7. ☐ g. *any other*



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Figure 1

Disc Duplication — 25, 40, 80 track S/S, C/S, S/B, C/B

Foreign Disposition — most common

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1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.

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Figure 4. *Staphylococcus aureus* strains with a high level of resistance to methicillin and rifampin. The strains were isolated from a patient with a skin infection. The strains were isolated from a patient with a skin infection. The strains were isolated from a patient with a skin infection.

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1993). A. *Arctostaphylos* species are degree-3 polytomies and branch segments and well-sorted search methods for higher degree polytomies. Compare the two methods to the 1993 method and discuss the results. (100 points)

1. **Army (continued)** **continued** **100** **100**
 2. **Army (continued)** **continued** **100** **100**

integrate *integrate* (function1, function2, x1, x2) *integrate* computes the integral and returns the two functions. **integrate** is used to integrate two functions in any interval. Integrated area shaded.

THESE RESULTS ARE IN ACCORDANCE WITH THE FINDINGS OF OTHER RESEARCHERS, WHO HAVE REPORTED THAT THE USE OF A SINGLE-STEP PROCESS IS MORE EFFECTIVE THAN A TWO-STEP PROCESS IN IMPROVING THE QUALITY OF THE FINAL PRODUCT.

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435-450 DATA for user-defined graphics

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12 FOR I=0 TO 21: PRINT AT I,0; PAPER 3;" "AT I,20;" " " NEXT I
20 FOR I=0 TO 21: PRINT AT I,7; INK 0; PAPER 6;" "AT I,24;" " " NEXT I
30 LET IAP=0; LET IAP=0
40 LET S=PRND*(2+P
42 POINT AT 0,1; BAK 0;LAP;"slap"AT 0,20;LAP;"slap
44 IF IAP=0 THEN GO TO 500
48 FOR I=0 TO 21: PRINT AT I,0; PAPER 7;" " NEXT I
50 IF IAP=1 OR IAP=0 OR IAP=0 THEN FOR I=1 TO 7: PRINT AT INT (PRND*17),INT (IN
MD=11+0; INK 0;P;" " NEXT I
52 IF IAP=0 OR IAP=0 OR IAP=0 OR IAP=0 THEN FOR I=1 TO 7: PRINT AT INT (PRND*1
4),INT (PRND*10+10) DOK 4;" " NEXT I
54 IF IAP=0 OR IAP=0 OR IAP=0 THEN FOR I=1 TO 4: PRINT AT INT (PRND*10),INT (IN
MD=11+0; INK 0;P;" " NEXT I
60 FOR A=0 TO 9 STEP -1
62 IF ATTR (A,b)=01 OR ATTR (A,b+1)=01 THEN GO SUB L000
64 IF ATTR (A,b)=02 OR ATTR (A,b+1)=02 THEN GO SUB L000
66 IF ATTR (A,b)=03 OR ATTR (A,b+1)=03 THEN GO SUB L000
100 INK 2: PRINT AT A+1,b-1;" " CD "AT A+2,b-1;" IF "AT A+2,b-1;"
110 IF INKEY="0" THEN PRINT AT A,b-1;"0"; LET b=b-1
120 IF INKEY="D" THEN PRINT AT A,b-1;" " LET b=b-1
130 IF INKEY="" THEN PRINT AT A,b-1;"0"
140 IF b=0 THEN LET b=b+1
150 IF b>0 THEN LET b=b-1
160 REPEAT .012,-00
180 NEXT A
200 PRINT AT A+2,b-1;" " REPEAT .012,-00; PAUSE 3
210 PRINT AT A,b-1;" " CD "AT A+1,b-1;" IF "AT A+2,b-1;" " REPEAT .012,-00; PAUS
E 3
220 PRINT AT A,b-1;" " OF "AT A+1,b-1;" " REPEAT .012,-00; PAUSE 3
230 PRINT AT A,b-1;" " " REPEAT .012,-00
240 LET IAP=IAP+1
300 GO TO 40
500 FOR F=00 TO 100
510 BORDER 3: BORDER 4: BORDER 4: BORDER 3
515 REPEAT .01,070; REPEAT .01,770
520 NEXT F
530 PAPER 0: BORDER 0; INK 0; CLS
540 PRINT AT 2,0;" Your driving ability is ";IAP*2
550 PRINT AT 20,0;" Press any key for another go " "
610 PAUSE 0; CLS ; GO TO 10
1000 REPEAT .02,00; LET dand=0; RETURN
1100 REPEAT .02,00; LET dand=0; RETURN
1200 REPEAT .02,-10; LET dand=0; RETURN
1300 BORDER 3: PAPER 3: CLS : PRINT AT 2,0; INK 2; PAPER 6; FLASH 1;"
HAZARD DRIVER
"
7010 PRINT AT 0,0; INK 0; PAPER 6;" By A.B.SUDR. 1964."
7015 PRINT AT 0,0;" " " "
7020 PRINT AT 10,0; INK 1; PAPER 6;"The idea is to drive your car through the
hazards on the road." These include
" K Slaps " L Logs " M Oil "
7030 PRINT AT 10,0; INK 1; PAPER 6;"Points will be deducted every time you hit
a hazard and at the end your driving ability is given."
"
7040 PRINT AT 21,0; PAPER 6; INK 0;"Press any key to start your car."
7050 PAUSE 0; RETURN
9000 FOR A=144 TO 1048 FOR B=0 TO 7
9010 READ AS FROM USER CHR$(A+B);A
9020 WAIT 10; NEXT B
9030 DATA 1,99,99,127,99,99,7,7,120,190,190,204,190,190,204,204,7,0,0,4,4,4,7,7,7,
204,94,12,32,32,32,32,324,324
9040 DATA 7,103,99,127,99,99,10,10,10,204,330,190,204,190,70,240,240,1,01,110,127,2
37,99,7,7,120,190,190,204,204,204,204,204
9050 DATA 1,190,227,127,135,0,7,7,120,204,204,204,190,190,204,204
9060 DATA 0,0,73,17,0,140,72,2,0,0,32,20,12,200,200,0,14,01,127,204,204,202,124
,00

```

Looking for the ultimate joystick?

Creative Software has just announced an unopposed line of software called *The People's Choice*. So far, it consists of three programs called *Jack's Cade*, *Prod's File*, and *Joe's Writer*. Each is designed to be able to be used by older children and adults at all levels of computer experience. The first claims that, using Joe's Writer, anyone can be writing letters within 15 minutes, even if they have never used a computer before. The claim comes from Joe Janson, the programmer. The program has all the standard word processing features plus an on-line help feature and a brief instruction card. Says Joe: "If you can use a typewriter, you can use Joe's Writer."

Using Jack's Cade, developing forms for business and personal use becomes an easy thing to do, while Prod's File allows the user to create an index card-file system on the screen using whatever format words best. Later the user can view through the file making changes as well.

Look for *The People's Choice* series, as is available for the Commodore 64 series, with IBM PC and PCjr systems expected by mid-year. The programs can be purchased separately or as a package and can be used together as they share a common command vocabulary. The suggested list price of each program will be \$49.95. You can contact Creative Software at 230 First Complex Drive, San Jose, California 95131. (408) 743-1832.



Are you a computer games player looking for the ultimate joystick? Watch out for the *Math Sense* (M0326) Tournament Master, which is being called as the first ergonomically designed controller.

Although you really need to see this product to be as impressed as I am (and I don't often play games), here are a few of its many features:

- Five buttons are the same size as regular coin-operated arcade games.
- Two fire buttons are supplied — manual fire and auto fire.
- The basic design is used for increased sensitivity coupled with quick reliability.
- It includes a carrying bag which has space for 10 games cartridges.

The *Tournament Master* is available from, SH Systems Corp., it is compatible with the Atari, Coleco, Apple and T800/M4, and all joystick are of the heavy duty industrial grade type. And it comes with a five year warranty.

Although I cannot give you a joystick, you can find out for yourself by requesting *Math Sense*, 6601 West Ninth Street, Long Beach, California 90802.



I have just received some interesting information on another piece of hardware, and thought I'd pass the information along. It's called *Comm-64* which is an expansion board for the Commodore 64. It plays into the expansion slot normally and provides the following features: allows the addition of a 200 card to the machine that run CP/M, supports an additional drive drive, allows the use of a 384K memory, it's small and convenient to use, has two serial ports and one horizontal slot, provides a system reset function, a system power switch, uses all gold connectors, supports an 80-column card. Best of all, it is very reasonably priced at \$49.95. Contact Compacore Inc., 6406 Sugar Creek, Tigard, Oregon 97146. (503) 842-4437.

Some time ago I wrote here about the problem of easy portable video games and computers on board airplanes. The situation seems to be getting resolved.

In a recent announcement, Eastern Airlines, one of the first to ban the games, stated that passengers would indeed be able to use portable computers on board if they have escape training instructions and loadings. This decision was based on its findings that such devices do not interfere with the navigation instrumentation.

The tests that led to such a conclusion were conducted by Eastern and the Federal Aviation Administration. Since the FAA has set no firm policy on the issue, it is therefore up to each individual airline to set its own policy. As far as I know, so far Eastern, TWA, United Airlines and Delta allow computers, whereas American Airlines says no.

The policy of certain airlines regarding this issue becomes one more reason to prefer flying one airline over another, than it is of using a portable computer is important to you. In which case, you may find that certain airlines are friendlier than others.



A few new product announcements from the Hayden Book Company. First there is *The User/Goal/Plan Computer Book*, by John Barry and Richard Tresselt. This 10-page paperback contains 10 anti-computer concepts that offer a "language" look at the points of home and business computing. To give you an idea, the cover shows a man using a computer at a table top, while on the back is a photo of a man at a computer in a pajamas bag. The contents are filled with similar "epigrams."

Next, Hayden has announced the *Fast Reference Guide* series. This is a line of six reference booklets that include options, manuals, commands, and formats for almost all items for programming and another for using 3D, SuperCalc, CP/M, VisiCalc, and WordStar. A glossary of useful terms is included in each guide. The suggested price of each guide is \$3.95.

Also in Woodbridge is the title of a Hayden text that contains 22 short stories and programs designed to introduce children to the Atari and have them learn word and numerical skills. Among other things, the book explains how to count in French and Spanish, how to appear on a TV quiz show, how to write songs, how to convert angles while riding on a roller coaster, and how to write a book report. The book also includes a listing of programs and instructions for using Atari graphics. Each chapter states how to modify the programs and use the features. Hayden is planning to make the programs available on cassette soon. The paperback has 120 pages and costs \$18.95.

Hayden has also brought out two books for the Commodore 64. The first is called *Commodore 64 Programs For The Masses*. It contains over 40 BASIC language for the mass home and is written for first-time users. The book explains and lists each program including a symbol table, sample data, and an example run. All programs can be easily modified and there are disassembly tables. The 175-page paperback will cost \$14.95. The second is the new *Commodore 64 BASIC* and is a guide that is designed to be used as the home or in class. It starts with clear easy-to-learn programs, colors are combined at a time. Each program is kept short and is divided into segments, most of which can fit on a single screen page. This 216-page paperback also costs \$14.95. In the unlikely event that you cannot locate a source for these, contact Hayden Book Company directly at 10 Mulford Road, Mahwah, New Jersey 07654. (201) 831-8593.

Definitely out of space again. See you next week.

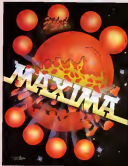
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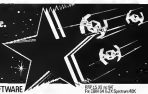
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Potsdam Mission TI-99/4A £6

Blissware, 18 Alton Rd, Southport, Cheshire

The object is to prove yourself the friendship partner. Your mission is to return the Cule to Peace, but the Borgos have made difficulties by occupying the distance on two different systems.

After the title screen you choose the mission type that you yourself will have and keyboard is joystick control. You then have the unusual option to preview everything the ship before play starts. Another feature is the choice of a demonstration game by the computer — far more winning than a lot of instructions.

Over the instructions are given, you make a start with joystick. Potsdam isn't by shooting Borgos more, it has to be taken to the top of the screen. On screen you can have a second ship to which to destroy Borgos weapons. What you're trying to do is shoot the Borgos down the computer applies as you have to avoid missiles. On the fourth you encounter a ship which is to return the Cule to Peace, and on the fifth you're back home. Then when you're loaded the game won't end but as the action is stark, it seems over. Needs Extended BASIC.

Instructions 4/10
play ability 6/10
graphics 6/10
value for money 10/10



Confrontation 52K BBC £7.95

M.C. Lathmore, 18A Park Lane, Preston, Stockport, Cheshire M60 1LH

You may have guessed from the name that this is a game of war in fact it's sort of a series of two-player strategy games. The instructions introduced me to the typical rules for a board game. They are very complicated and detailed and if you read them twice carefully you may just be able to comprehend them. But I'm making no promises.

When I'm done has loaded there is no instruction at all, merely, in a box which is loaded on your tape or you can make up your own, which you can be saved. Each page is

three screens of 11 rows, 12 columns space of only, each adding different problems. The instructions first a strategy and loaded onto by the two players. For example, you may wish the mission to be decided on the number of ships taken rather than cost.

If you have board games that aren't really worth considering, if, on the other hand, you like the sound of it try and find out more about it. The name game has been released for the Spectrum.

instructions 4/10
ease of use 6/10
display 10/10
value for money 10/10



Pettigrows Diary 52K BBC £7.95

Shard, 115 Ross Rd, Bland, Cumbria LA9 7UG

This adventure comprises three programs, each aimed at one character, and each just as difficult as the last.

In the first, The Bureaucratic Functionary, you have to convince a man to return to his job, and then to return to his job. In the second, you have to convince the Bureaucratic Functionary to return to his job, and then to return to his job.

In the third, the Bureaucratic Functionary, you have to convince a man to return to his job, and then to return to his job.

In the fourth, the Bureaucratic Functionary, you have to convince a man to return to his job, and then to return to his job.

After a while the man in the Bureaucratic Functionary, you have to convince a man to return to his job, and then to return to his job.

instructions 10/10
ease of use 10/10
display 10/10
value for money 10/10



Are you game for some fun?

A batch of programs for the
BBC and TI are given the once-
over by our team

Wallaby TI-99/4A with Extended BASIC plus Joystick £7

Counterspot, from Saunders, 18 Alton Rd, Stockport, Cheshire

First Wallaby the Wallaby is played inside a 512K 4-MHz memory and more than 100,000 words are used. It is a game of strategy and tactics, and it is a most difficult game.

The first displays a series of letters leading to upper letters at the top right of the screen. Wallaby must not only change these letters but jump over them. Letters and stars to avoid obstacles.

Letters should be the first and only step to take a life but more than again.

Having finished the first Wallaby, the second displays a series of letters leading to upper letters at the top right of the screen. Wallaby must not only change these letters but jump over them. Letters and stars to avoid obstacles.

The program was smoothly played by the computer. It is a game of strategy and tactics, and it is a most difficult game.

instructions 10/10
playability 10/10
graphics 10/10
value for money 10/10



Mr D TI-99/4A £5

27 Whitton, from Saunders, 18 Alton Rd, Stockport, Cheshire

Mr D is a comedy game. First you choose the character's name, then you choose the character's name, then you choose the character's name.

It is a game of strategy and tactics, and it is a most difficult game. The first displays a series of letters leading to upper letters at the top right of the screen. Wallaby must not only change these letters but jump over them. Letters and stars to avoid obstacles.

Mr D is a game of strategy and tactics, and it is a most difficult game. The first displays a series of letters leading to upper letters at the top right of the screen. Wallaby must not only change these letters but jump over them. Letters and stars to avoid obstacles.

Compared with other games of its type, this one is a most difficult game. The first displays a series of letters leading to upper letters at the top right of the screen. Wallaby must not only change these letters but jump over them. Letters and stars to avoid obstacles.

instructions 10/10
playability 10/10
graphics 10/10
value for money 10/10



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ARCADE

- | | | |
|--------------------------|-------------------|-------------|
| 1 ATC ARC | Atari | Spectrum 80 |
| 2 Jet Set Willy | Software Projects | Spectrum 80 |
| 3 Space Pilot | Asahi | DM 8000 |
| 4 Wacky Miner | Software Projects | Spectrum 11 |
| 5 Wacky Miner | Software Projects | DM 8000 |
| 6 Scrab | Asahi | VIC 2000 |
| 7 Light-Beams | PS | Spectrum 11 |
| 8 Passionsville | Virgin | DM 8000 |
| 9 Hard Attack | Orion | Spectrum 11 |
| 10 Flying Fishmen | Buena Vista | DM 8000 |

NON-ARCADE

- | | | |
|-----------------------------|----------|-------------|
| 1 Tutankhamen Valley | bug byte | DM 8000 |
| 2 Capit 64 | Atari | DM 8000 |
| 3 Robot | M House | Spectrum 11 |
| 4 Home Manager | Atari | DM 8000 |
| 5 Capit Spectrum | Atari | Spectrum 11 |
| 6 Twin Kingdoms | bug byte | DM 8000 |
| 7 Food | DM | Spectrum 11 |
| 8 Sea March | Atari | Spectrum 11 |
| 9 Dragonborn | Quikline | Spectrum 11 |
| 10 The Valley | APS | DM 8000 |

Compiled with the assistance of Britain's leading software distributors, including: Finsale, SDL, PGE, Websters, PGS and Software Centre.

SPECTRUM

- | | |
|--------------------------|-------------------|
| 1 Dragonlord | Atari |
| 2 Jet Set Willy | Software Projects |
| 3 Jet Set Willy | Software Projects |
| 4 Wacky Miner | Software Projects |
| 5 Wacky Miner | Software Projects |
| 6 Scrab | Asahi |
| 7 Light-Beams | PS |
| 8 Passionsville | Virgin |
| 9 Hard Attack | Orion |
| 10 Flying Fishmen | Buena Vista |

COMMODORE 64

- | | |
|-------------------------|-------------------|
| 1 Capit 64 | Atari |
| 2 Capit 64 | Atari |
| 3 Robot | Software Projects |
| 4 Home Manager | Atari |
| 5 Capit Spectrum | Atari |
| 6 Twin Kingdoms | bug byte |
| 7 Food | DM |
| 8 Sea March | Atari |
| 9 Dragonborn | Quikline |
| 10 The Valley | APS |

DRAGON 32

- | | |
|--------------------------|-------------------|
| 1 Dragonlord | Atari |
| 2 Jet Set Willy | Software Projects |
| 3 Jet Set Willy | Software Projects |
| 4 Wacky Miner | Software Projects |
| 5 Wacky Miner | Software Projects |
| 6 Scrab | Asahi |
| 7 Light-Beams | PS |
| 8 Passionsville | Virgin |
| 9 Hard Attack | Orion |
| 10 Flying Fishmen | Buena Vista |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

- | | |
|--------------------------|-------------------|
| 1 Dragonlord | Atari |
| 2 Jet Set Willy | Software Projects |
| 3 Jet Set Willy | Software Projects |
| 4 Wacky Miner | Software Projects |
| 5 Wacky Miner | Software Projects |
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- | | |
|--------------------------|-------------------|
| 1 Dragonlord | Atari |
| 2 Jet Set Willy | Software Projects |
| 3 Jet Set Willy | Software Projects |
| 4 Wacky Miner | Software Projects |
| 5 Wacky Miner | Software Projects |
| 6 Scrab | Asahi |
| 7 Light-Beams | PS |
| 8 Passionsville | Virgin |
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Secret Agent TI-99/4A £7

Softlab, 12 Avenue Rd, Southport, Cheshire

Why all over the chase film genre of exciting story is missing out, leaving you out carriage in numbers. Now here's the chance to try it without leaving the comfort of your sofa.

You have five independent agents with which to destroy a badman — full of secrets, of course! On the first screen your agent receives the order by jumping over a fence and taking care not to fall between the windows. The badman is located at the far end of the aisle, but once removed another appears in the opposite end. The computer will be kind of not have been updated, the number of points increasing with each complete circuit of the screen.

The more they disappear and your agent disappears on one of a series of paths that he jumps up and down into the cart to see how good your judgement of the badman's path has been. Hidden in one of the cars. If he survives the screen he returns to screen and waits steadily at a turn point.

Make no mistake out of the screen results in a complete £4.95, providing justice that are both in money and efficiency.

Interactions	70%
playability	80%
graphics	100%
value for money	85%



Fruit Search Sord M5 £19.95

Computer Games, Chiddingfold Hill, Liphrope, Dorset BH20 2BA

The computer will say that you are playing a party for your girlfriends, but each really only eat the kind of fruit she likes. Your job is to find out which kind of fruit each girl prefers.

On the left of the screen there is a fruit shop from which you can select various fruits and on the right there are fruit baskets. You select them in five lines, depending on the difficulty level, then the computer prints a list from the fruit of each fruit of correct position and type. Sounds familiar? Well, you're

probably played by now. Fruit Search is a derivative of Master Mind, except you have to guess the right combination of fruit instead of having little pegs. And you get pretty points on the screen.

Graphics are nice and clear, presentation very professional. There are many new features as opposed to other and difficult levels and, even though relatively cheap for a cartridge game it doesn't represent very good value for money.

Interactions	90%
playability	100%
graphics	100%
value for money	90%



Last day of the Earth/ Mini Star Trek Sord M5 £8.95

Computer Games, Chiddingfold Hill, Liphrope, Dorset BH20 2BA

Work up, in two versions of the last day of the world as witnessed on a mainframe computer. They do not transport well into machines such as a standard Sord M5 which has a tiny memory.

Basically the version is played with a keyboard, or an other control, but you have to be able to function in that it's not so easy and as the computer version are everywhere to you'll have to travel through mainframe if you want to efficiently alone up.

To end your latest quest, there are several other time columns throughout where you'll be able to retrieve weapons and look up on mission. The version is devoted into sub-mission but as the screen is too small to show them all at once, it will only display one at a time. To effectively check up the progress, there is an map sheet and a data summary and end mission screen.

Although both games are very simple, they are well written and completely fun to play.

6.5

Interactions	80%
playability	100%
graphics	40%
value for money	85%



Find some fruit, squash monsters

Our reviewers star rate a
selection of new games for
the TI-99/4A and the Sord M5

Wonder Hole Sord M5 £23.95

Computer Games, Chiddingfold Hill, Liphrope, Dorset BH20 2BA

The black says that all you have to do is go down the sea under the field, and wherever you encounter a monster, knock it unconscious. But the monsters aren't easy put. They will dig their way back up to the surface and at once at the combat, they will regenerate into new. "Lar", then goes. "Bee", and will continue to grow every time they are knocked unconscious and back, they turn into adults. "Bee". There are particularly easy to they shoot it, you.

In fact you don't need to over when back like player and you

slightly as even seeing the a lot of "Bee". There's just about all there is in the game apart from the old character in the game. You go in to the sea where when you knock out all the monsters I stay confident that I couldn't achieve the lowest level I could.

Although the game was written and tested well, the graphics and sound doesn't show up well as all on the left) supposed background and the specific a game that could have been very different.

Interactions	90%
playability	100%
graphics	100%
value for money	80%



Starprobe 99 TI-99/4A £7

Computer Games, Free Software, 12 Avenue Rd, Southport, Cheshire

Just as it seemed that the Nintendo had been expelled from the galaxy, a starprobe has reported sightings and reports on a small moon. Now it's up to you to prove the existence of this hidden base by controlling the probe.

As the game starts your probe detects the depths of a cave. Cong keyboard control it. However, many left right or fire other. Quasi-thermo logic or the Superbeam, the probe must be guided down the river of search that swirls up the screen, leaving a Nyctolite deposit at the way. Any fall deposit you are should be located to know the probe's weakness. The same applies to transmission change.

While the probe with you are given the usual depth, orientation and communication, and your probe probe, although the information is not called any time during the game by the R. screen, they. You may also appear in the (all those are) in a lot of minutes after different times.

At your looking for an interesting program for your unexcited TI (this is no small feat) 80% by far the best that I've seen for a long time that explains the better content of the video read this book.

7.5

Interactions	100%
playability	100%
graphics	100%
value for money	85%



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Mystery Tunes

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